

**DEVIL'S WORKSHOP PRESENTS**



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# **SUPER POWER TEAM-UPS!**



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# SUPER POWER TEAM-UPS!

A team should work together. The statement might seem absurdly obvious, but it is the single most important lesson a group of superheroes (or super villains, for that matter) can learn. Many so-called “teams” spend years trying to get a grasp on this elusive principle. Others don’t last that long and are broken by internal strife, humiliation, defeat, or some combination of the three. Those who do achieve a measure of appreciation for the idea, however, have another difficult task before them: that of actually putting it into practice. Once the members of a team understand that they have to be more than just a group of individuals on the same side, they must learn teamwork. They must maximize their individual strengths, and use them to compensate for the weaknesses of the entire team. They must become a whole more potent than the sum of its parts. In doing so, they can become unstoppable.

## TEAM ROLES

Every character on a team plays at least one role, based upon the individual’s particular abilities. Characters possessing immense strength and melee combat skill may be the “Infantry” capable of dishing out large degrees of punishment, while characters with firearms or energy projection abilities may function as the “Artillery,” ranged fighters who attack opponents from a distance. Even characters with seemingly minor abilities, such as healing or “supercharging” other characters, may be considered “Psi-Ops.” In short, every character has a place on the team.

Sample team roles follow, though a GM may feel free to create new ones as desired. Obviously, there is some room for overlap. Originals, the super-strong, nigh-invulnerable characters often capable of high-speed flight and energy projection, may alternately function as Airborne, Infantry, Artillery, Armor, and Transport characters. There is nothing wrong with this, as such versatility can only enhance a team’s performance; however, such cosmopolitan characters should take care not to overshadow their comrades. Everyone serves a purpose, and it weakens the team greatly when any character believes otherwise. Each role entry below includes Sample Abilities, the feats, skills, and powers commonly found among those who play the role. These abilities are provided simply to help players and GMs get a feel for the roles, and are not at all exhaustive. Common Maneuvers, specific acts that enhance team performance, are also included. Maneuvers are not dictated by roles. Every maneuver may be attempted by any character who meets the prerequisites. Also included in each entry are tips for working against the role in combat.

## AIRBORNE

The Airborne character is capable of aerial movement. She provides teammates with support from above, frequently by raining projectile attacks on foes, carrying allies to safety, or distracting larger, earthbound opponents. Often, she possesses abilities that fit another role, as well. Many Airborne characters

possess superhuman strength and durability as well, which makes them ideal, mobile Brawlers. The Airborne character’s primary advantage lies in her maneuverability. She can fly over or around barriers and non-flying opponents to reach locations, hostages, or targets that would otherwise be inaccessible. Furthermore, it is difficult for non-flyers to keep up with her. In most combat situations, she must be engaged by either an Artillery character or another Airborne character, as she can easily stay out of melee range.

The winged werebat is Airborne. The primitive character, raised by apes, who travels by swinging on vines from treetop to treetop, is Airborne. The hang gliding cat burglar is Airborne.

**Against the Airborne:** Flying characters can be difficult to beat, due to their maneuverability and speed. The Artillery role is usually the best weapon against flyers, but the Support role works well, too. An earthbound character able to attack from a distance may somewhat negate the mobility advantage of Airborne characters. Infantry characters may be better off leaving flyers to more capable teammates, but in a pinch, sufficiently strong individuals may get lucky hurling improvised weapons, such as cars, rocks, people (*it is not recommended to hurl comrades who cannot fly into the air*), etc. Other than Artillery, the best characters to deal with Airborne combatants are other flying characters. When two or more Airborne characters engage in battle, the outcome often depends on their other powers. Crafty Airborne characters might carry Artillery, Support, or Psi-Ops teammates into battle with them to better overwhelm other flyers.

**Common Airborne Maneuvers:** Bombs Away, Catch, Interference, Postal Service.

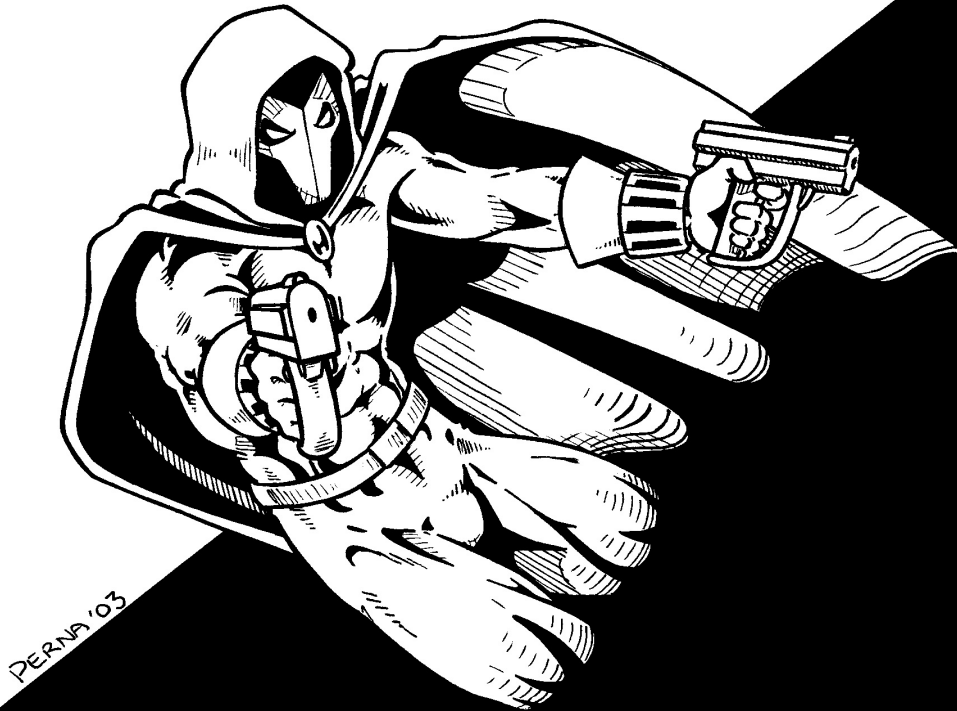
## ARMOR

The Armor character absorbs damage. This is the individual whose job it is to take the hits from attacks, environmental effects, etc. Armor characters are almost always Infantry as well, but this need not be the case. The Armor role’s advantage lies in its ability to endure abuse and adversity for far longer than any other character role. He stands firm where others would fall. He will not be stopped by collapsing buildings, heavy gunfire, or speeding trains, though he may be resistant to psychic attacks, instead. Many Armor characters are deterred only by Support or highly capable Infantry.

The man with the iron skin is Armor. The giant who absorbs kinetic energy is Armor. The mechanic with a suit of high-tech armor is Armor.

**Against the Armor:** Infantry characters usually combat Armor characters, which in turn provide a reasonable distraction for Infantry. Support characters are frequently a better weapon against Armors, as many of their abilities do not allow a save for damage, which is usually the Armor character’s specialty. Smart teams will use psychic Supports to distract and weaken Armor characters or Airbornes to carry them from the fray. Exception-

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ally dense Armor characters may be forced into bodies of water or dropped from long distances (*the resulting craters might keep them out of the way for a time*).

**Common Armor Maneuvers:** Human Shield, Interference.

## ARTILLERY

The Artillery character is a combat-oriented individual whose expertise lies in fighting at a distance. The character may project concussive blasts of energy or hurl extra-durable explosive bolas. So long as he is capable of regularly making ranged attacks, he may be considered Artillery. This character is often quite effective at ambushing opponents, as escaping notice is much less difficult from a distance, and an unaware target is an easy target. Movement is important to the Artillery character, as his advantage relies greatly on his ability to stay out of opponents' range. Usually, he must be confronted by another ranged fighter, but super-fast characters and flyers can also be effective, as their abilities may allow them to quickly close in and rob him of his tactical advantage.

The ex-gangbanger, armed with a mystical TEC-9, is Artillery. The mutant capable of projecting powerful beams of searing light is Artillery. The reptilian alien who spits a stream of caustic acid is Artillery.

**Against the Artillery:** Distance is the greatest ally of the Artillery character, and the bane of his enemies. The best weapon against him is other Artillery characters or Airborne characters that also play the Artillery role. If such individuals are unavailable, then other characters may help Infantry to close the distance to the Artillery character's position (*see Postal Service, Bombs Away, and Speedball Special maneuvers*). Also, certain Support characters may be able to hamper the Artillery's abilities, using powers that obscure their vision or even visual illusions. Artillery characters that derive their powers from guns, thrown weapons, or similar devices may be disarmed and rendered helpless by crafty Transports and Airbornes.

**Common Artillery Maneuvers:** Cover Fire, Urban Renewal.

## INFANTRY

The Infantry character focuses is on melee combat. He may be supernaturally strong, acrobatic, or simply well-armed. Perhaps the character does not possess any powers at all. Whatever the nature of his abilities, the Infantry character's primary combat function is to close with an enemy and attack. While extremely limited in function, Infantry role remains one of the most versatile available to a team. Although at first glance, characters capable of flight, ranged attacks, and superhuman speed might have a distinct advantage over a melee combat specialist, but

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a resourceful Infantry character can perform feats of strength, speed, and wit to even the odds. He may hurl sharp or heavy objects (or particularly agile allies) to emulate the Artillery role's ranged attacks, or tear up great slabs of earth to use as shields. If he possesses sufficient strength, he may even construct crude bridges and pathways to enhance his mobility when confronted with flying or swimming foes.

The skilled samurai with the enchanted blade is Infantry. The massive demon, incredibly strong and wreathed in hellfire, is Infantry. The knife-wielding expert assassin is Infantry.

**Against the Infantry:** Infantry characters most often square off against other Infantry. Nearly any other character may effectively combat Infantry, but Artillery, Airborne, and Transport characters often work best because of their range and mobility advantages. Sometimes, Support characters can soften up Infantry enough so that the rest of the team can better combat them. Being so easy to attack, Infantry characters must often rely on the rest of the team for support, distractions, and protection.

**Common Infantry Maneuvers:** Catch, Hold 'em Steady, Speedball Special, Urban Renewal.

## PSI-OPS

The role of Psi-Ops is one of the most important a character can play. Despite the name, Psi-Ops does not necessarily imply psychic abilities so much as a gift for bolstering the team's morale and performance, though it's definitely possible for a Psi-Ops character to use mental powers to accomplish this. Regardless of whether the character's abilities are obvious or subtle, they are a psychological asset to the team. This role serves to enhance a team's capabilities, strategies, or chances of success. Every team leader should, to some degree, be able to function as Psi-Ops, even if he simply calls out instructions or heartens his comrades. Unlike other characters who can, with a little ingenuity, use their respective abilities to protect, enhance, or encourage teammates, the Psi-Ops character's abilities are specifically geared toward one or more of these ends. Often viewed as weak or useless by the unwise, characters playing this role are undoubtedly appreciated by the teammates who benefit from their abilities.

The mutant who can project force fields to protect himself and his teammates is Psi-Ops, as is the psychic who can see into the past and the future. The charismatic character who uses his political connections to get teammates out of prison is Psi-Ops.

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**Against the Psi-Ops:** Psi-Ops characters are frequently major targets in violent confrontations. These characters are often team leaders and ability bolsterers. Although they can be powerful, most focus on protecting or enhancing their teammates, so it's often a good idea to disable these characters at the beginning of combat, much like Support characters. If a team is unable to neutralize this character at the beginning of the battle, Support characters may be able to sufficiently restrict his abilities until the rest of the team can deal with him.

**Common Psi-Ops Maneuvers:** Interference

## SPECIAL FORCERS

This character is capable of playing more than one or two of the roles mentioned here. She might be a shapeshifter, able to perform many different functions for the good of the team. The Special Forces character often plays a Psi-Ops role, but this need not be the case. A character capable of taking any animal form can just as easily be a team's default Infantry. Although functional in a number of roles, the character might be somewhat more limited in her performance than others. For example, a mystic character with the Sorcery ability can function as Artillery, but she may not be quite as accurate as her team's ex-mercenary gunman, who's devoted his entire life to firearms training. Additionally, the fact that she needs to speak words of magic and wave her arms around in an obvious manner make her somewhat less useful during covert missions than that same gunman with a silenced pistol. All the same, the role's versatility is her primary advantage, and her ability to perform a number of functions can catch unwary opponents off guard. The Special Forces character is often underestimated by her foes, and as a result, she has many opportunities to prove her worth.

The shapeshifter, capable of taking any animal or humanoid form, is Special Forces. The original, super-strong, nearly invulnerable, and faster than a speeding bullet, is a Special Forces. The psychic who uses her powers to mimic the abilities of her foes is a Special Forces.

**Against the Special Forces:** For anyone who does not play a similar role, Special Forces characters are usually quite difficult to defeat alone. Special Forces characters are incredibly adaptable, and their opponents must be, too. It often requires the combined efforts of multiple characters playing different roles to best a Special Forces character. Usually, though, if opposing teams have Special Forces, such characters match up against one another to prevent their comrades from being bested one by one by a more adaptable opponent.

**Common Special Forces Maneuvers:** Any Maneuvers appropriate to the character's other roles are acceptable.

## SPECIALIST

Exceptionally skilled in a particular field, the Specialist character uses a specific body of knowledge or area of expertise to aid the

team. The Specialist role is actually quite limited in that it does not always come into play. The character's particular skills may or may not be useful on every mission. For example, for a team trapped in an ancient, booby-trapped pyramid, the swashbuckling archaeologist would likely be an ideal Specialist character, while the same adventurer would hardly be of any use in tracking an urban vampire through big city ghettos. Most Specialist characters compensate for this limitation by choosing a large number of skills and fields of knowledge in which to excel. The Super-Intelligence ability is an excellent way to attain this state. Other characters choose to supplement their expertise with abilities or devices that allow them to perform capably in other roles.

A former thief who uses her skills to allow the team silent entry to secure locations is a Specialist. The scientist who uses his knowledge to deactivate villains' contraptions is a Specialist. The computer programmer who hacks top secret files to uncover corporate and federal secrets is a Specialist.

**Against the Specialist:** In combat, it is often not necessary to waste too much time attacking Specialist characters unless they are playing other roles as well or working to perform undesirable acts (*like setting an unwanted bomb*). Purely specialist characters are usually more fragile than Infantry and Armor characters, and can often be dispatched quickly by skilled combatants. A Specialist character probably carries weapons or dangerous, spectacular devices, so a combatant who is not confident in her ability to disable him in one turn would be wise to attempt disarming or grappling him. Support characters are usually quite effective at using their abilities to minimize the Specialist's efficiency.

**Common Tactics and Techniques:** Weird Science

## SUPPORT

The Support character enhances the team's effectiveness by limiting the capabilities of their opponents. While other characters may also seek to weaken the opposition, the abilities of the Support character are geared specifically towards this end. Whether she clouds minds, obscures sight, or neutralizes powers, she can be a frustrating adversary. Though her abilities rarely cause harm directly, they frequently pave the way for other dangers posed by the environment, her comrades, or something else entirely. The Support role is often unwisely ignored in combat, at least until it becomes obvious that such abilities can make a significant difference.

The inventor carrying dazzling flares and smoke bombs is Support. The telepath capable of controlling the minds of her enemies is Support. The elemental who uses her powers to surround foes with walls of earth is Support.

**Against the Support:** It is unwise to dismiss Support characters as harmless. Often, their abilities can weaken opponents enough to completely turn the tide of a battle. A Support character that blinds opponents is probably much more dangerous to have fighting beside a crack marksman than another marksman.

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A character has a better chance of dodging two bullets than of dodging one when he cannot see. As a result, Support characters are best eliminated in the first rounds of combat. Ranged fighters, especially, should feel obliged to spend a round removing these characters from the battle before they tilt the scales too much. Luckily, most Support characters are much less difficult to disable than Armor or Infantry characters.

**Common Tactics and Techniques:** Cover Fire, Interference, Urban Renewal.

## TRANSPORT

The Transport character is capable of some form of supernaturally fast movement. Few can keep up with her, save another Transport character. Any individual with a movement speed significantly faster than that of a normal character may be considered Transport. The Transport character is capable of a wide variety of feats, most of which involve avoiding danger and hazardous situations. Her teammates can also benefit from her incredible speed and maneuverability. This makes her an excellent defensive character, usually capable of both protecting weaker characters and drawing attackers' attention.

The mystic character with the strength and speed of the cheetah is Transport. The kid from the future who rides a super-fast, vectored thrust hoverboard is Transport. The time traveler who teleports across town in an instant is Transport.

**Against the Transport:** The Transport is one of the most difficult characters to combat, as she is usually incredibly difficult to strike. If possible, individuals engaged in melee combat with Transport characters should attempt to catch her off-balance by using bluffing skills or taunting. Attacks that cover large areas, which are almost guaranteed to do some damage, are similarly useful against Transports, as are mental attacks, which target the mind rather than the super-fast body. Other Transport characters can be invaluable in keeping them occupied and away from teammates for a time. Also, Support can be incredibly useful against Transport characters.

**Common Transport Maneuvers:** Catch, Interference, Postal Service, Speed Cushion, Warden.

## TEAM COMPOSITION

Not every team has all of the bases covered. Some teams must do without Airborne or Artillery characters. The trick is to use sound tactics to make up for such deficiencies. When pinned down under the heavy fire by opposing Artillery, a team with no Artillery of their own might be able to have two Infantry characters perform the Speedball Special maneuver to reach the target. Or perhaps, a Transport character may use her powers to carry or teleport Infantry to the attacker's position. This is the essence of teamwork. Individual strengths should be used to overcome collective limitations.

Everyone on a given team should play one or more roles, though certain characters usually fit more snugly into particular roles than others. A heavily-armed government black ops team of psionic mutants may contain a number of people who could qualify for the Infantry, Specialist, and Artillery roles; however, it may be helpful to view the characters comparatively in order to properly gauge their potential as a team. The most skilled ranged combatants with the most effective attacks should probably be established as the "main" Artillery. The best close-quarters fighters should be the "main" Infantry. And the characters with the skills most pertinent to the current mission should be the "main" Specialists.

When creating a team, the roles members play become especially important. While a team does not have to possess a member for every possible role, it is undesirable to have only one or two roles available to a team. A group of five Infantry characters is likely to be ineffective in any situation other than a brawl. Limiting the skills available to the team limits the team's versatility, and as a result, its strength. Five close-combat specialists aren't much better than one in a battle against flying, armored, robot wasps with minigun attachments. It is not, however, inadvisable to have more than one Infantry or Specialist or Airborne character, so long as the team has a pool of potential roles to draw from, as opposed to just one or two.

## POPULAR TEAMS

What follows are breakdowns of popular teams and their general abilities and methodology, as well as possible strategy feats. Each character entry includes a list of maneuvers that a particular character might be likely to use.

### THE AUTHORITY

An immensely powerful team, the Authority deals almost exclusively with large-scale threats, against which the wide scope of the team's powers proves invaluable. Some individual members of the Authority are more powerful than entire superhero teams, but this is unsurprising. The team is expected to face incredible challenges, and the great individual might of each member is made absolutely necessary.

**Strategy Feats:** Blitzkrieg, Divide and Conquer.

**Apollo (Special Forces: Airborne, Artillery, Infantry, Transport):** Apollo's ability to absorb and convert solar energy allows him to fly at great speeds and project intense blasts of heat. While this enables him to play Airborne, Artillery, and Transport roles, his greatly enhanced strength allows him to perform an Infantry role as well.

**Likely Maneuvers:** Bombs Away, Catch, Postal Service and That's a Wrap.

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## **Jack Hawksmoor** (*Special Forces: Infantry, Psi-Ops, Support*):

Jack Hawksmoor's ability to communicate with and manipulate urban environments makes him a powerful Psi-Ops and Support character. Thanks to his incredible strength, he is also an excellent Infantry fighter.

**Likely Maneuvers:** Blasted Earth, Catch, Dogpile, Hit the Nail on the Head, That's a Wrap, and Urban Renewal.

**Jenny Sparks** (*Primary Roles: Artillery, Psi-Ops*): Arguably the closest thing to a heart the Authority has, Jenny Sparks is the team's founder and center. She is a capable, intelligent leader, and she guides her allies through combat with competence and conviction her teammates have come to trust. Her ability to manipulate electricity makes her an excellent Artillery character as well, although the myriad applications of this power do make a case for her possibly playing a Special Forces role.

**Likely Maneuvers:** Blasted Earth, Cover Fire, Energize, Gang's All Here, and Outfox.

**The Doctor** (*Special Forces: All*): Arguably, The Doctor's immense shamanic power could allow him to function in all available roles. The limits of his abilities are somewhat unclear, and it might be assumed that he has relatively few, if any (*limits, that is*).

**Likely Maneuvers:** Possibly any.

**The Engineer** (*Primary Role: Psi-Ops; Secondary Roles: All others*): The Engineer has the ability to spontaneously create nearly anything she can imagine. This ability makes her an incredibly capable Psi-Ops character, though with her numerous gadgets, she can play nearly any role.

**Likely Maneuvers:** Bomb, Cover Fire, Energize, Human Shield and Urban Renewal.

**Midnighter** (*Primary Role: Infantry*): Midnighter is primarily a warrior, the team's major Infantry character. His augmented physical capabilities, as well as his near-precognitive combat acumen make him almost unbeatable.

**Likely Maneuvers:** Hit 'em High/Hit 'em Low, Interference, and Urban Renewal.

**Swift** (*Primary Role: Airborne; Secondary Roles: Infantry, Psi-Ops*): Swift's most notable ability is that of generating great, feathered wings that allow her to fly at high speeds. She is primarily an Airborne character, but her deadly talons allow her to function as Infantry as well, and her enhanced senses have proven an asset to the team on many occasions.

**Likely Maneuvers:** Bombs Away, Catch, Force Collision, Interference and Postal Service.

## THE AVENGERS

The Avengers are a premier team of powerful superheroes. Experienced and quite powerful, the members of this team possess



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abilities that allow them to perform well alone or in small groups. While many Avengers can, to some degree, play a number of roles, most have one area in which they excel. The Avengers are a veteran team of heroes, and their strategies reflect this fact.

**Strategy Feats:** Cascade, Divide and Conquer, Pincer Attack, Tighten Ranks.

**Captain America (Primary Roles: Infantry, Psi-Ops; Secondary Role: Armor):** Captain America is the iconic two-fisted superhero. An expert in numerous martial arts styles, Captain America's enhanced physiology allows him to perform feats of agility and strength impossible to most normal men. His Infantry role is well-earned, as he has gone toe-to-toe with a number of more powerful opponents and won. Captain America's incredible talent for leadership is one of his most outstanding qualities, and he is the team's primary Psi-Ops character. His unbreakable shield is often used to deflect attacks away from himself and his comrades.

**Maneuvers:** Gang's All Here, Hearten, Hit 'em High/Hit 'em Low, Outfox, Warden.

**Hawkeye (Primary Role: Artillery; Secondary Role: Infantry):** Hawkeye is a phenomenal marksman, deadly with his bow and many trick arrows and other characters often attempt the Indirect Fire maneuver in conjunction with him. He is the team's primary Artillery character, though he can also play an Infantry role quite well, as he has been trained back Captain America himself.

**Maneuvers:** Bomb and Cover Fire

**Iron Man (Primary Roles: Armor; Secondary Roles: Airborne, Artillery, Infantry, Specialist):** Iron Man's invincible armor allows him a certain degree of leeway in combat, though he is most often playing the role of an Artillery character, making extensive use of his repulsor rays and uni-beam weapon systems. His armor protects him against his foes' attacks and greatly enhances his physical strength. The numerous gadgets in his armor system allow him to nominally function as a Support character, while his genius makes him a great Specialist.

**Maneuvers:** Anchoring, Bomb, Catch, Cover Fire, Energize, Indirect Fire, Human Shield, Overload, Postal Service, , That's a Wrap, Weird Science.

**Scarlet Witch (Primary Role: Support):** The Scarlet Witch is an excellent Support character, and her ability to create hex-spheres (*pockets of psionic force that alter probability fields around her targets*) often wreaks havoc among her opponents.

**Maneuvers:** Hearten, Interference.

**Thor (Special Forces: Airborne, Artillery, Infantry, Support):** Thor's immense strength and near-imperviousness to harm makes him excellent for the Infantry role. Mjolnir, his enchanted hammer, is an effective weapon both up close and at range, and the mighty Asgardian's mastery over the most powerful elements of a storm enable him to confound, disorient, and immobilize his opponents as well.

**Maneuvers:** Catch, Energize, Hearten, Hit the Nail on the Head, Human Shield, Postal Service, That's a Wrap, Urban Renewal.

**Vision (Primary Role: Infantry; Secondary Roles: Airborne, Armor, Artillery, Support):** The Vision's ability to manipulate his body density makes him a versatile addition to the Avengers roster. He often increases his density, becoming immensely strong and near invulnerable, which allows him to perform the Armor and Infantry roles. He may also decrease his density, becoming completely intangible, which allows him a certain degree of imperviousness to harm, as well as the ability to do things and go places his companions cannot. He may also project devastating energy beams from the jewel on his forehead.

**Maneuvers:** Anchoring, Force Collision, Human Shield, Indirect Fire, Interference.

**The Wasp (Primary Role: Support; Secondary Roles: Airborne, Artillery, Psi-Ops):** The Wasp is capable of vastly reducing her size, an ability that allows her to confuse, distract or simply get the drop on her opponents through playing a Support role. Her bio-electric bolts afford her the ability to "sting" targets from a distance.

**Maneuvers:** Force Collision, Gang's All Here, Hearten, Hit 'em High/Hit 'em Low, Interference.

**Wonder Man (Primary Role: Infantry; Secondary Roles: Airborne, Armor):** His body infused with ionic energy, Wonder Man is inhumanly strong and nearly impervious to harm. He is an almost unbeatable Infantry character, and he can function in both Armor and Airborne roles as well. He often faces off against powerful opponents, drawing their attention from his less durable teammates.

**Maneuvers:** Hit the Nail on the Head, Human Shield, That's a Wrap, Urban Renewal.

**Yellowjacket (Primary Role: Specialist; Secondary Roles: Artillery, Infantry, Support):** Yellowjacket's ability to alter his size makes him an excellent Support or Infantry character, especially when one considers that he maintains his strength in this smaller form. It is also possible (*depending on what point of his career in which the game takes place*) that Yellowjacket may increase his size greatly, which further enhances his ability to play the Infantry role. As the team's resident genius, Yellowjacket is a Specialist in a wide number of scientific fields, and he has created a number of devices to aid him, such as his glove stingers, which allow him to project small quantities of energy at opponents, and his helmet that allows him to communicate with insects.

**Maneuvers:** Force Collision, Hit 'em High/Hit 'em Low, Interference, Outfox, Overload, Urban Renewal, Weird Science.

## THE DEFENDERS (ORIGINAL TEAM)

Often regarded as something of a "non-team," this rather unstructured group of heroes nonetheless makes use of a number of powerful and diverse individuals. Originally called together by

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Dr. Stephen Strange, the Master of the Mystic Arts, the Defenders are a nigh unstoppable force for good. Dr. Strange's amazing magical abilities prove to be quite compatible with the abilities of his two allies, the Incredible Hulk and the Sub-Mariner. Although the Defenders eventually develop a "revolving door" style roster, with members regularly entering and leaving the ranks as needed, these original "core" members are perhaps the best known and, arguably, the most effective. With super-strong heroes like the Hulk and the Sub-Mariner on the roster, the Defenders' combat tactics are fairly straightforward. The two powerhouses engage in intense melee combat, allowing Dr. Strange to assist from a distance with his own mystic might.

**Strategy Feats:** Blitzkrieg, Divide and Conquer.

**Dr. Strange (Special Forces: All):** Dr. Strange's mastery of the mystic arts affords him an incredible degree of versatility. He can play anything from an Artillery role, blasting foes with concussive bolts of magical energy, to a Transport role, creating mystic doorways or using his cloak of levitation to aid his land-bound allies. He is an expert martial artist, as well, a fact that many of his foes are surprised to discover.

**Likely Maneuvers:** Energize, Gang's All Here, Good Catch, Hearten, Indirect Fire, Outfox, Postal Service, Shooting Pigeons.

**The Incredible Hulk (Primary Roles: Armor, Infantry):** The Hulk is undeniably the team's primary Infantry character. His incredible strength and near-invulnerability make him an ideal close-combat fighter. The Hulk is often found raging in the thick of combat, either surrounded by weaker foes or toe-to-toe with the strongest. Either way, he demands attention, as few can afford to ignore the green-skinned behemoth. He often draws attacks and attention away from his companions, allowing them the opportunity to reach mission objectives relatively unopposed. The Hulk's primary means of solving problems usually involve smashing.

**Likely Maneuvers:** Anchoring, Dogpile, Hit 'em High/Hit 'em Low, Hit the Nail on the Head, Hold 'em Steady, Human Shield, Speedball Special, That's a Wrap, Urban Renewal.

**Prince Namor, the Sub-Mariner (Primary Role: Infantry; Secondary Role: Airborne):** The Sub-Mariner, like his comrade the Hulk, is superhumanly strong and durable, though not quite to the same degree. The Sub-Mariner is somewhat more well-rounded than his green colleague, though, as he is less prone to berserk rages and more likely to devise (*and stick to*) a plan. Prince Namor is, however, something of a loose cannon, often reluctant to take orders or criticism from those he does not see as equals. Nonetheless, he is undeniably a courageous veteran of many battles over the years, a canny and skilled fighter.

**Likely Maneuvers:** Bombs Away, Dogpile, Good Catch, Hit 'em High/Hit 'em Low, Hold 'em Steady, That's a Wrap.

**The Silver Surfer (Special Forcers: Airborne, Armor, Artillery, Infantry, Transport):** The Silver Surfer also serves as a Defender for a (*very*) short time, and he is presented here simply because he is the first to work alongside the "core three" above. Like

Dr. Strange, he is a powerful and versatile individual. With the Power Cosmic, the Surfer may create a wide range of effects, but he usually settles for devastating blasts of energy. His surfboard is capable of carrying him and his passengers through the air at fantastic speeds, and his gleaming silver body is nearly indestructible. The Silver Surfer is often somewhat reluctant to enter combat, though he's quite effective once committed to it. During his stint with the Defenders at the beginning of his heroic career, the Surfer is inexperienced and somewhat naïve. He is also confined to the planet Earth, unable to return to the spaceways he once traveled as Galactus' herald.

**Likely Maneuvers:** Blasted Earth, Bomb, Force Collision, Cover Fire, Good Catch, Indirect Fire, Postal Service, Shooting Pigeons.

## THE FANTASTIC FOUR

The Fantastic Four is one of the most experienced and generally cohesive teams in comics today. All four members of this team were close even before they gained their superpowers, and their time spent together learning to control these powers has only strengthened their bond. The four are quite comfortable with one another, and they know their limits, collectively and as individuals.

**Strategy Feats:** Cascade, Divide and Conquer, Tighten Ranks.

**The Human Torch (Primary Role: Artillery; Secondary Role: Airborne):** The Human Torch commands element of fire. He often assaults his opponents from afar, raining fiery attacks from above as the team's primary Artillery character. As the resident hothead, the Human Torch is usually the first to rush into battle, a fact that sometimes gets him into trouble.

**Maneuvers:** Catch, Cover Fire, Energize and Force Collision

**The Invisible Woman (Primary Role: Support; Secondary Roles: Airborne, Armor, Artillery, Psi-Ops):** The Invisible Woman's ability to render herself or other objects invisible allows her to confound and confuse her opponents as a Support character. Furthermore, her ability to create and project invisible force fields allows her to function effectively as an Armor character, drawing attacks and protecting her companions from harm. The Invisible Woman may also project these force fields, attacking foes from a distance, though she does not often do so. She has proven herself a capable and intelligent leader when the chips are down and she may function in this capacity from time to time, especially if Mr. Fantastic is distracted or absent.

**Maneuvers:** Hearten, Interference.

**Mr. Fantastic (Primary Role: Specialist; Secondary Roles: Armor, Infantry, Psi-Ops):** Mr. Fantastic is the Fantastic Four's leader and the team's most versatile member. His intellect is nearly unmatched, and his teammates can trust his leadership implicitly. Though he plays a Psi-Ops role, his true love is science, and he is a gifted inventor and gadgeteer, the team's

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major Specialist in most circumstances. His elastic body allows him to aid allies (*for example, he can flatten into a "glider" if they are falling from a great height*) and effectively immobilize foes by wrapping himself around them.

**Maneuvers:** Force Collision, Gang's All Here, Hearten, Human Shield, Outfox, Overload and Weird Science.

**The Thing (Primary Role: Infantry; Secondary Role: Armor):** The Thing's rocklike skin and phenomenal strength make him the team's primary melee combatant. He plays both the Armor and Infantry roles.

**Maneuvers:** Anchoring, Hit the Nail on the Head, Human Shield, That's a Wrap, Urban Renewal.

## JUSTICE LEAGUE OF AMERICA

The Justice League is a classic, experienced team of incredibly powerful characters with a wide variety of abilities. Generally, there is some degree of overlap in regard to their powers (*for example, both Superman and the Flash are Transport characters*), but the number of roles each character is able to play allows for a great deal of versatility. Also, the less specialized nature of the team's abilities allows each member a great deal more room for independent or "small unit" action.

**Strategy Feats:** Cascade, Divide and Conquer, Pincer Attack.

**Aquaman (Primary Role: Transport; Secondary Role: Infantry, Psi-Ops):** Aquaman is a token example of an individual who, despite being somewhat less powerful than his teammates, still manages to contribute to the team by virtue of the unique nature of his abilities. Though not as strong or tough as Superman, Aquaman does possess great strength and endurance, and his ability to speak with and command sea creatures sometimes proves to be a benefit to his companions. Often, he calls these creatures to aid the team.

**Maneuvers (mostly in water):** Cyclone, Force Collision, and Postal Service.

**Batman (Special Forces: Artillery, Infantry, Specialist, Support):** Despite lacking superhuman powers, Batman is likely the least normal member of the team. The Dark Knight is almost as versatile as Superman, if not more so. Although he functions primarily as a Specialist (*he is an expert inventor, detective, and overall gadgeteer*), Batman is also a skilled martial artist. With his utility belt, Batman easily plays a number of roles, whether using smoke pellets as a Support member or acting as Artillery, hurling his dangerous batarangs with deadly accuracy.

**Maneuvers:** Bomb, Outfox, Overload, Warden, and Weird Science.

**Flash (Primary Role: Transport; Secondary Role: Infantry):** Capable of moving at incredibly high speeds, the Flash is the Justice League's primary Transport character, and his quickness makes him an effective melee combatant as well. He frequently

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uses the Rescue maneuver to remove companions from dangerous situations.

**Maneuvers:** Cyclone, Force Collision, Interference, Rescue, Speed Cushion, and Warden.

**Green Lantern (Special Forces: Airborne, Armor, Artillery, Support):** Green Lantern's near limitless ability to manipulate his emerald energies makes him another of the Justice League's more versatile characters. He often uses his power ring to ensnare, entrap, and incapacitate foes using shaped energy, force fields, and devastating blasts of power.

**Maneuvers:** Catch, Force Collision, Human Shield, Indirect Fire, Rescue, and That's a Wrap.

**Martian Manhunter (Special Forces: Airborne, Infantry, Support):** Martian Manhunter's ability to fly, his immense strength, and his durability make him an ideal Infantry character, and his shapechanging and psionic abilities allow him to function in a Support role as well. Martian Manhunter can occasionally be found on the outskirts of battle, using his less overt abilities to take advantage of careless foes.

**Likely Maneuvers:** Gang's All Here, Outfox, and That's a Wrap.

**Superman (Special Forces: Airborne, Armor, Infantry, Psi-Ops, Transport):** Superman is undoubtedly one of the most powerful members of the Justice League, and his wide range of abilities often proves invaluable. Superhumanly strong, fast, and durable, Superman is Armor, Infantry and Transport, as well as Airborne. The caped Kryptonian is often the team's moral center and combat leader, and he functions as a Psi-Ops character as well. The Special Forces role suits Superman, as he shifts from role to role with little effort.

**Likely Maneuvers:** Bombs Away, Catch, Gang's All Here, Hit the Nail on the Head, Human Shield, Postal Service, Rescue, , That's a Wrap, and Urban Renewal.

**Wonder Woman (Primary Role: Infantry; Secondary Roles: Airborne, Armor, Support):** Wonder Woman is much like Superman in that she is a powerful and intimidating fighter. Her impressive strength and ability to fly make her an ideal Infantry character, and her ability to deflect incoming attacks with her bracers allows her to play a passable Armor character as well. Finally, her unbreakable lasso may be used to hold fast even the strongest opponents.

**Likely Maneuvers:** Hit the Nail on the Head and That's a Wrap.

Society is a team in which each individual member often has the opportunity to "showcase" his or her abilities for a short time in every adventure.

**Strategy Feats:** Cascade, Divide and Conquer.

**Atom Smasher (Primary Role: Infantry; Secondary Role: Armor):** Atom Smasher is a front line combatant, pure and simple. He is a character who is often found duking it out with the most physically powerful opponents. Using his ability to alter his molecular density, Atom Smasher keeps his opponents off-guard, as he may be completely immaterial one moment and all too solid the next.

**Likely Maneuvers:** Anchoring, Hit the Nail on the Head, The Human Shield, That's a Wrap, Urban Renewal.

**Doctor Fate (Special Forces: Psi-Ops, Specialist, Support, perhaps others):** Doctor Fate often uses his talents to protect or augment his allies, to weaken his enemies, or to otherwise twist reality and destiny. He is an effective Special Forces character due to the wide scope of his mystical abilities, and he can regularly and competently play a number of roles.

**Likely Maneuvers:** Energize, Hearten, Indirect Fire, That's a Wrap, and Urban Renewal.

**Doctor Mid-Nite (Primary Role: Support; Secondary Role: Specialist):** Dr. Mid-Nite plays an important Support role, using his "blackout bombs" to blind and confuse opponents. Able to see perfectly in darkness, these devices give him a significant advantage over his enemies. He is also a real doctor, and can, in some cases function as a Specialist, as well.

**Likely Maneuvers:** Interference and Indirect Fire.

**Hawkgirl (Primary Role: Airborne; Secondary Role: Infantry):** Hawkgirl is a highly skilled and aggressive Airborne combatant. Her flying ability often gives her an advantage over less maneuverable foes, and her weaponry can be devastating in combat.

**Likely Maneuvers:** Bombs Away, Catch, Force Collision, Interference.

**Hourman (Primary Role: Infantry; Secondary Role: Specialist):** Hourman is a capable Infantry character, if only for 60 minutes at a time, while he enjoys the increased strength, agility, and endurance provided by a special Miraclo drug.

**Likely Maneuvers:** Dogpile, Hit 'em High/Hit 'em Low, Interference.

**Jakeem Thunder (Special Forces: Potentially Any):** As one of the youngest members of the team, Jakeem Thunder is a bit more vulnerable than the others. His decided lack of super abilities also makes it dangerous for him to stand on the front lines of a battle. These weaknesses are compounded by his tendency to be abrasive and impulsive at times. The power at his command, however, is astounding. Jakeem commands the Thunderbolt, a sort of genie

## JUSTICE SOCIETY OF AMERICA

The Justice Society of America consists of a number of heroes with decidedly golden age roots. Though these characters are powerful, many must rely on mundane abilities, such as melee combat skill and detective work to accomplish their objectives. Justice Society characters are somewhat more specialized than other more modern teams (such as the Authority). The Justice

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with immense power, capable of almost anything so long as Jakeem can maintain control.

**Likely Maneuvers:** Any.

**Mister Terrific (Primary Role: Support; Secondary Roles: Infantry, Specialist):** A highly intelligent and capable fighter, Mr. Terrific was once an Olympic decathlon medalist and successful businessman. Unsurprisingly, he currently plays both Infantry and Specialist roles. His "T-spheres" enable him to project illusions that make him an excellent Support character.

**Likely Maneuvers:** Hit 'em High/Hit 'em Low and Interference.

**Power Girl (Special Forces: Airborne, Armor, Infantry, Transport):** An aggressive and powerful fighter, Power Girl now boasts the ability to fly in addition to her superior strength, speed, and durability, all of which allow her to function as an effective Special Forces character.

**Likely Maneuvers:** Anchoring, Bombs Away, Catch, Hit the Nail on the Head, Human Shield, That's a Wrap, Urban Renewal.

**Sand (Primary Role: Psi-Ops; Secondary Roles: Armor, Infantry):** The former leader of the Justice Society of America, Sand often determines the team's strategies and tactics. As a talented fighter who can transform his body into coarse sand, he plays the Armor and Infantry roles particularly well.

**Likely Maneuvers:** Dogpile, Hearten, Human Shield, Outfox.

**Star-Spangled Kid (Primary Role: Artillery; Secondary Role: Airborne):** The current Star-Spangled Kid is primarily an Artillery character, capable of hurling focused light or focusing solar energy blasts through her Cosmic Rod. The rod also allows her to fly and function as an Airborne character.

**Likely Maneuvers:** Blasted Earth, Bomb, Bombs Away, Catch, Cover Fire and Postal Service

**Wildcat (Primary Role: Infantry):** Once a successful boxer, Wildcat is primarily an Infantry character. His strength, skill, and agility, as well as his combat experience, make him formidable, despite his limited versatility.

**Likely Maneuvers:** Dogpile, Hit 'em High/Hit 'em Low, Interference.

## THE INVADERS (ALL WINNERS SQUAD)

The All Winners Squad consists mostly of the old Invaders, who fought the Axis powers at the beginning of World War II. After the original Captain America and Bucky disappeared, a new pair of heroes took up their names. The All Winners Squad functions largely in the same capacity. It often charges headlong into battle against heavily armed foes, with experienced fighters like Captain America, the Human Torch, and the Sub-Mariner drawing fire away from their comrades.

As some members of the All Winners Squad have sidekicks with similar abilities, they have learned to combine similar talents to great effect. Often, members of the All Winners Squad attack in pairs, with a sidekick reinforcing the abilities of a more experienced team member. The more practiced heroes will "lead" the less experienced ones so that their abilities could be used to greatest effect. The Human Torch and Toro are particularly effective in this regard, and one of their favorite strategies is to fly in wide, superheated circles to herd foes toward allies who fight with more direct, less lethal methods.

**Strategy Feats:** Blitzkrieg, Divide and Conquer, A Good Example.

**Bucky (Primary Role: Infantry):** Though he lacks the super-human abilities of many of his teammates, Bucky's unwavering courage and athleticism nonetheless make him a valuable member of the team. His youth makes him brash, and as a result, he often rushes headlong into danger, but he can usually rely on his teammates to back him. He is not quite as skilled a fighter as his mentor, the legendary Captain America, but his intensive training is usually enough to keep him alive.

**Likely Maneuvers:** Hit 'em High/Hit 'em Low.

**Captain America (Primary Roles: Infantry, Psi-Ops; Secondary Role: Armor):** The second Captain America was already an experienced crimefighter when his career with the All Winners Squad began. Once the wartime hero known as the Spirit of '76, this hero stood in for the Original Captain America when the first disappeared. Like the original, he is a natural leader and skilled fighter. He often spearheads attacks, using his shield, similar in design to the original Captain America's, to protect his teammates from ranged attacks. He generally focuses on neutralizing large numbers of weaker enemies before moving on to stronger, more noteworthy foes.

**Likely Maneuvers:** Gang's All Here, Hearten, Hit 'em High/Hit 'em Low, Outfox, Warden.

**Miss America (Primary Role: Airborne; Secondary Role: Infantry):** Miss America often attacks her opponents from the air. Her ability to fly grants her a certain degree of maneuverability and speed invaluable in battle, while her impressive strength and endurance ensure that she does not bite off more than she can chew. She often makes her attacks in mid-flight, perhaps even going so far as to lift an opponent high into the air with her so as to limit his maneuverability.

**Likely Maneuvers:** Bombs Away, Catch, Force Collision, Hearten, Postal Service.

**Prince Namor, the Sub-Mariner (Primary Role: Infantry; Secondary Role: Airborne):** Like Miss America, Namor is a super-strong flyer, an Infantry character capable of matching nearly any adversary blow-for-blow. Namor, however, lacks some of Miss America's compassion and devotion to evenhanded justice. The Sub-Mariner is perfectly willing to use as much force

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as necessary to come out on top. His heritage makes him somewhat arrogant, and he can be prone to overconfidence.

**Likely Maneuvers:** Bombs Away, Catch, Postal Service, That's a Wrap.

**The Original Human Torch (Primary Role: Artillery; Secondary Role: Airborne):** A powerful android with mastery of fire, the Original Human Torch excels at fighting from a distance. Having worked hard to get his powers under control, the Torch is very precise with his abilities, though his control slowly deteriorates as his career progresses. He often uses his abilities to melt his opponents' weapons, vehicles, or terrain, softening up the opposition for his companions.

**Likely Maneuvers:** Blasted Earth, Force Collision, Urban Renewal.

**Spitfire (Primary Role: Transport):** Spitfire often uses her super-speed to disorient and disarm her opponents. Where many of her companions charge headlong into foes, Spitfire prefers to run around them at high speeds, striking or taunting (*or both*) as she passes. She is relatively new to the role of a hero, but she has taken to it wholeheartedly, and she is a smart, fast combatant.

**Likely Maneuvers:** Catch, Force Collision, Interference.

**Toro (Primary Role: Artillery; Secondary Role: Airborne):** Much like his companion, the Human Torch, Toro uses his mastery of heat and fire to attack from a distance, though the young Toro is somewhat less precise. He can often be found carrying on with Bucky, bantering or bickering, so both young men are often somewhat distracted.

**Likely Maneuvers:** Blasted Earth, Force Collision, Interference, Urban Renewal.

**Union Jack (Primary Role: Infantry; Secondary Role: Artillery):** The second man to carry the name of Union Jack, this hero is the beneficiary of a super-soldier serum much like that which gave Captain America his powers. As a result, he is an incredibly athletic, capable fighter. Like Captain America, Union Jack specializes in melee combat, though he's also an excellent shot with his pistol.

**Likely Maneuvers:** Hit 'em High/Hit 'em Low, Outfox, Warden.

**Whizzer (Primary Role: Transport):** This admittedly bizarre hero has much in common with his teammate Spitfire. Thanks to a blood transfusion involving a mongoose in Africa, he can run at incredible speeds. While the Whizzer does engage in move-by attacks and disarming techniques, he's just as likely to slam an opponent head-on at super-speed.

**Likely Maneuvers:** Force Collision, Interference, Warden.



## THE KID COMMANDOS

The Kid Commandos are a group of World War II era teen-aged superheroes who have dedicated themselves to making the

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world safe from the Axis powers. Though young and small in number, these heroes have boundless energy and a fair amount of experience at fighting large numbers of armed foes, usually Nazi soldiers. As a result, the Kid Commandos have learned to use their young age and apparent inexperience to their advantage. They frequently appear to get into trouble, seemingly biting off far more than they can chew. When faced with this show of vulnerability, opponents tend to underestimate the youngsters, which often proves to be their undoing, as the Kid Commandos are quick to capitalize on an enemy's carelessness. In combat, the Kid Commandos tend to spread out each focusing on a particular foe or group of foes.

**Strategy Feats:** Blitzkrieg, Divide and Conquer, False Missteps, Peer Encouragement.

**Bucky (Primary Roles: Psi-Ops, Infantry):** Bucky's courage and amazing athletic abilities more than make up for his lack of super powers. He is an excellent fighter who can hold his own even against superhuman opponents, and though he is still learning to play the role of team leader, his experiences with his mentor, Captain America, have given him a great start. He often wades right into his opponents, leading his teammates by example. Bucky is more experienced than most of the other Kid Commandos, and he is the one who makes the plans and directs

the team's strategies. Though he can be brash on occasion, he's learning to temper his behavior for the good of the team.

**Likely Maneuvers:** Force Collision, Hearten, Hit 'em High/Hit 'em Low, Warden.

**Golden Girl (Primary Role: Artillery; Secondary Role: Infantry):** Golden Girl is an amazing melee fighter, though she can also project powerful beams of concussive light energy. She often fights her way into a group of foes only to blast them all from point blank range. Her powerful energy blasts allow her to function as an Artillery heavy-hitter, capable of taking out even tough opponents and heavily armored vehicles.

**Likely Maneuvers:** Blasted Earth, Shooting Pigeons.

**The Human Top (Primary Role: Transport; Secondary Role: Infantry, Support):** The Human Top has the ability to spin at amazing speeds. His powers afford him a certain degree of protection from harm that allows him to mix it up with even the most dangerous opponents. He is a fair melee combatant, as he can, and often does, take on multiple enemies at one time. Even when surrounded, the Human Top is at no significant disadvantage; his spinning powers ensure that he is never taken completely by surprise.

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**Likely Maneuvers:** Cyclone, Force Collision, Hit 'em High/Hit 'em Low.

**Toro (Primary Role: Artillery; Secondary Role: Airborne):**

Toro's power over heat and fire allow him to fight effectively from a distance (*usually from the air*), and he is the team's primary Artillery character, as Golden Girl is much more likely to want to be in the thick of the action. Toro, like Bucky, is a young but experienced hero. Unlike Bucky, Toro remains much the same as he was: hotheaded and cocky. Toro is quick to draw attention to himself, and he often functions as the team's decoy, regardless of the plan.

**Likely Maneuvers:** Blasted Earth, Energize, Force Collision, Interference, Shooting Pigeons.

## THE OUTSIDERS (ORIGINAL TEAM)

The Outsiders is a group of superheroes with a somewhat unusual spin. Commanding a wide range of what appear in some cases to be completely unrelated powers, the Outsiders are nonetheless an effective and often unpredictable fighting force. Somewhat unconventional characters like Metamorpho and the Aurackle-possessed Halo, not to mention the legendary Batman himself, provide the Outsiders a degree of versatility rarely found in superhero teams. Their combat tactics can vary greatly, as members usually have a number of potential attacks available to them. The Outsiders tend to hit hard from a short distance and then close in to finish opponents. Geo-Force and Black Lightning, excellent melee and ranged combat characters, function extraordinarily well in this capacity, and as a result, these two often spearhead the team's attacks.

**Likely Maneuvers:** Gang's All Here, Hit 'em High/Hit 'em Low, Outfox

**Batman (Special Forces: Artillery, Infantry, Psi-Ops, Specialist, Support):** Although he lacks superhuman powers, this veteran crimefighter is perhaps the most versatile member of the team. He often functions as a Specialist, using his detective skills and scientific knowledge to aid the Outsiders. With his utility belt, however, Batman can just as easily play a number of other roles, whether using smoke pellets as a support member or acting as Artillery by hurling his amazing batarangs from afar. Batman is also an accomplished martial artist, and like many on the team, he functions extremely well in an Infantry capacity.

**Likely Maneuvers:** Bomb, Gang's All Here, Hit 'em High/Hit 'em Low, Outfox, Overload, Shooting Pigeons, Warden\*, Weird Science.

**Black Lightning (Primary Roles: Artillery, Infantry):** Black Lightning's ability to hurl devastating electrical energy makes him an excellent Artillery fighter. He also plays an effective Infantry role, as his amazing athletic talents complement his ability to surround himself with a powerful electrical field. Black Lightning functions well in the thick of battle, and he can often be found wading through large numbers of foes.

**Likely Maneuvers:** Bomb, Cover Fire, Energize, Hit 'em High/Hit 'em Low, Shooting Pigeons, Urban Renewal.

**Geo-Force (Primary Role: Artillery; Secondary Roles:**

**Airborne, Infantry, Psi-Ops, Support):** The immensely powerful prince of Markovia can manipulate earth and stone, project superheated waves of magma, and alter the affects of gravity around him. He is a highly versatile character with a wide array of powers. As the most overtly powerful fighter on the team, he often takes the lead in combat. Perhaps due to the noble blood in his veins, Geo-Force has a certain presence about him, and he is a good leader. Once Batman leaves the Outsiders, Geo-Force's own leadership qualities are allowed to blossom and mature, and he fully adopts the Psi-Ops role.

**Likely Maneuvers:** Blasted Earth, Bombs Away, Catch, Cover Fire, Force Collision, Hearten, Postal Service\*, That's a Wrap.

**Halo (Special Forcers: Airborne, Armor, Artillery, Support):**

Halo has a number of powers tied to her aura's hue. She most often serves as an Airborne character, but she can play almost any number of roles well. She is young, and her relative inexperience gets her (*and sometimes her teammates*) into tight spots. Halo is nonetheless a valuable member of the Outsiders, and she does what she can from the air, often tangling with opponents who are more maneuverable than the rest.

**Likely Maneuvers:** Blasted Earth, Catch, Force Collision, Cover Fire, Indirect Fire, Interference, Postal Service, Shooting Pigeons.

**Katana (Primary Role: Infantry):** An amazing martial artist with a massive blade, Katana uses her physical prowess and incredible martial skills to help her teammates. This bold fighter does not shy away from direct confrontation, even with those many times larger or more powerful than herself. In combat, Katana often looks out for her young companion Halo.

**Likely Maneuvers:** Hit 'em High/Hit 'em Low, Urban Renewal, Warden.

**Metamorpho (Special Forces: Airborne, Armor, Infantry,**

**Psi-Ops, Support):** Metamorpho's ability to become any element found in the human body allows him a degree of flexibility separate from his teammates. Metamorpho's powers are not always overtly dangerous, or even obvious, but they do allow him to do things that no one else on the team can. While Batman's numerous skills make him a capable fighter, leader, and investigator, and Geo-Force's immense power makes him a nigh-unstoppable combatant, Metamorpho's strength lies in his unpredictability. The range of his abilities is much wider than that of any of his companions, and his opponents often find it impossible to be fully prepared for everything this hero can do.

**Likely Maneuvers:** Bombs Away, Catch, Force Collision, Hearten, Human Shield, Interference, Postal Service.

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## TEEN TITANS

This young team, though inexperienced, enjoys the advantage of good leadership and tight bonds of friendship. Though still learning to adapt to new situations, the Teen Titans are a surprisingly effective group.

**Strategy Feats:** Blitzkrieg, Cascade.

**Changeling (Special Forces: Airborne, Infantry, Support):**

Changeling is capable of changing his shape, taking the form of any animal he can imagine. This gives him a fair degree of adaptability, and he is likely the most versatile member of the team. He can be a powerful fighter by taking a particularly large or deadly animal form, or he can act as an irritant or spy in a somewhat smaller, less conspicuous form.

**Likely Maneuvers:** Anchoring, Dogpile, Bombs Away, Hit 'em High/Hit 'em Low, Catch, Force Collision, Hearten, Irritant, Postal Service.

**Cyborg (Primary Role: Artillery; Secondary Roles: Infantry, Support):**

The incredible Cyborg is not only super-strong and tough; he also has a number of cybernetic components that enable him to make use of a number of attacks to incapacitate foes and accomplish tasks. Although he is a capable melee combatant, he commonly uses sonic blasters, lasers, and similar weapon systems to attack from a distance before closing in.

**Likely Maneuvers:** Cover Fire, Hit 'em High/Hit 'em Low and Weird Science.

**Kid Flash (Primary Role: Transport; Secondary Role:**

**Infantry):** Kid Flash is capable of moving at blinding speed, carrying his teammates and running circles around his enemies. Though his hand-to-hand fighting skills benefit from his speed, Kid Flash functions almost exclusively as a Transport character.

**Likely Maneuvers:** Cyclone, Force Collision, Interference, Postal Service, Speed Cushion and Warden.

**Nightwing (Special Forces: Artillery, Infantry, Psi-Ops,**

**Specialist, Support):** Nightwing, like his mentor Batman, is resourceful and well rounded, easily capable of performing a number of functions. As the leader of the Teen Titan's Nightwing is a smart, dangerous, and highly trained detective.

**Likely Maneuvers:** Gang's All Here, Hit 'em High/Hit 'em Low, Outfox, Warden and Weird Science.

**Raven (Primary Role: Support; Secondary Roles: Psi-Ops,**

**Transport):** Raven is an excellent supporting combatant. She benefits primarily from her fearsome ability to manifest her soul self, which forces her opponents to confront their fears and insecurities, often reducing them to gibbering messes. She also has teleportation abilities and the power to remove an individual's pain and anguish. Though her abilities are somewhat subtle, she excels at helping her teammates more than anything else.

**Likely Maneuvers:** Hearten, Rescue.

**Starfire (Primary Role: Artillery; Secondary Roles: Airborne, Infantry):** Starfire can fly and fire "starbolts," powerful blasts of superheated energy. Though her starbolts are her primary method of attack, Starfire's alien physiology also affords her impressive strength and endurance, both of which allow her to function as an effective Infantry character as well.

**Likely Maneuvers:** Bomb, Bombs Away, Catch, Cover Fire and Force Collision.

**Wonder Girl (Primary Role: Infantry; Secondary Role:**

**Airborne, Support):** Wonder Girl is super-strong and durable, and she functions as the team's primary heavy hitter. She is commonly found engaged in hand-to-hand combat, using her incredible strength to subdue her enemies, and her flying abilities to gain an advantage. Her magic lasso can be used to entangle particularly troublesome foes.

**Likely Maneuvers:** Catch, Hit 'em High/Hit 'em Low, Hit the Nail on the Head, Postal Service.

## X-FACTOR

This government-sponsored team consists of mutants with varying capabilities and outlooks. Although most members of X-Factor possesses mutant abilities that are somewhat subtle (shapeshifting, retractable claws, healing factors, etc.), all are well-trained combatants capable of playing at least one strictly offensive role. As most of the team's members were once military or paramilitary operatives, X-Factor relies a great deal on good strategy.

**Strategy Feats:** Blitzkrieg, Cascade, Divide and Conquer, Pincer Attack, Tighten Ranks.

**Forge (Primary Role: Specialist; Secondary Roles: Artillery, Infantry, Psi-Ops):** Forge is an effective team leader, a skilled and capable soldier. He may create nearly any scientific device he can imagine and is the team's primary Specialist, although he is also an excellent marksman and melee combatant. His bionic replacements further reinforce his usefulness as an Infantry character. Although Forge is a Cheyenne mystic, he is reluctant to use his magical abilities and does so only rarely. When he does it often offers him new and beneficial insights that can aid the team.

**Likely Maneuvers:** Bomb, Cover Fire, Outfox, Overload, Weird Science.

**Mystique (Primary Role: Support; Secondary Roles: Artillery,**

**Infantry):** Mystique specializes in playing a Support role, using her shapeshifting abilities to infiltrate, confuse, and sabotage opponents. She is also a talented fighter, and her marksmanship and martial arts skills are formidable.

**Likely Maneuvers:** Cover Fire and Hit 'em High/Hit 'em Low.

**Polaris (Primary Role: Support; Secondary Role: Artillery):**

Polaris has the mutant ability to manipulate magnetic forces, and she primarily plays a Support role, greatly hindering the team's

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opposition, but she can also be a dangerous Artillery character, hurling objects or opponents as she desires.

**Likely Maneuvers:** Bombs Away and Catch.

**Sabretooth (Primary Role: Infantry; Secondary Role: Armor):**

As one of the most dangerous men alive, Sabretooth is well entrenched in the Infantry role he plays so well. If his superior strength and agility, his combat training, and his deadly claws aren't enough, his mutant healing factor allows Sabretooth to play a limited Armor role, as well. Sabretooth is not much of a team player, and rarely makes use of maneuvers.

**Likely Maneuvers:** Dogpile, Hit 'em High/Hit 'em Low.

**Shard (Primary Role: Artillery; Secondary Role: Psi-Ops):** A visitor from an alternate future, Shard is a highly trained X.S.E. (Xavier Security Enforcers) officer, and as such, is an excellent Artillery character, relying either on her bioelectric energy bolts or her advanced weaponry. Shard is also a relatively skilled tactician, a fact that is made plain in combat situations. As a light-based life form, Shard may pass freely through solid objects. She may use this ability to infiltrate highly fortified areas or to escape capture.

**Likely Maneuvers:** Bomb and Cover Fire.

**Wildchild (Primary Role: Infantry):** Wildchild is a bestial combatant, reputedly trained to fight by Wolverine himself. He plays the Infantry role well, benefiting from his superhuman acrobatic ability and endurance, as well as his razor-sharp claws.

**Likely Maneuvers:** Dogpile, Hit 'em High/Hit 'em Low, Warden.

## X-MEN (NEW/MODERN)

This incarnation of the X-Men includes a number of experienced mutants, many of whom possess abilities with very spectacular and often explosive effects. These characters function with a surprising degree of restraint, due partly to their history as warriors. Disciplined and dedicated, this new X-Men team works extraordinarily well together.

**Strategy Feats:** Blitzkrieg, Cascade, Divide and Conquer, Hold the Line, Pincer Attack, Tighten Ranks.

**Bishop (Primary Role: Artillery; Secondary Role: Armor):**

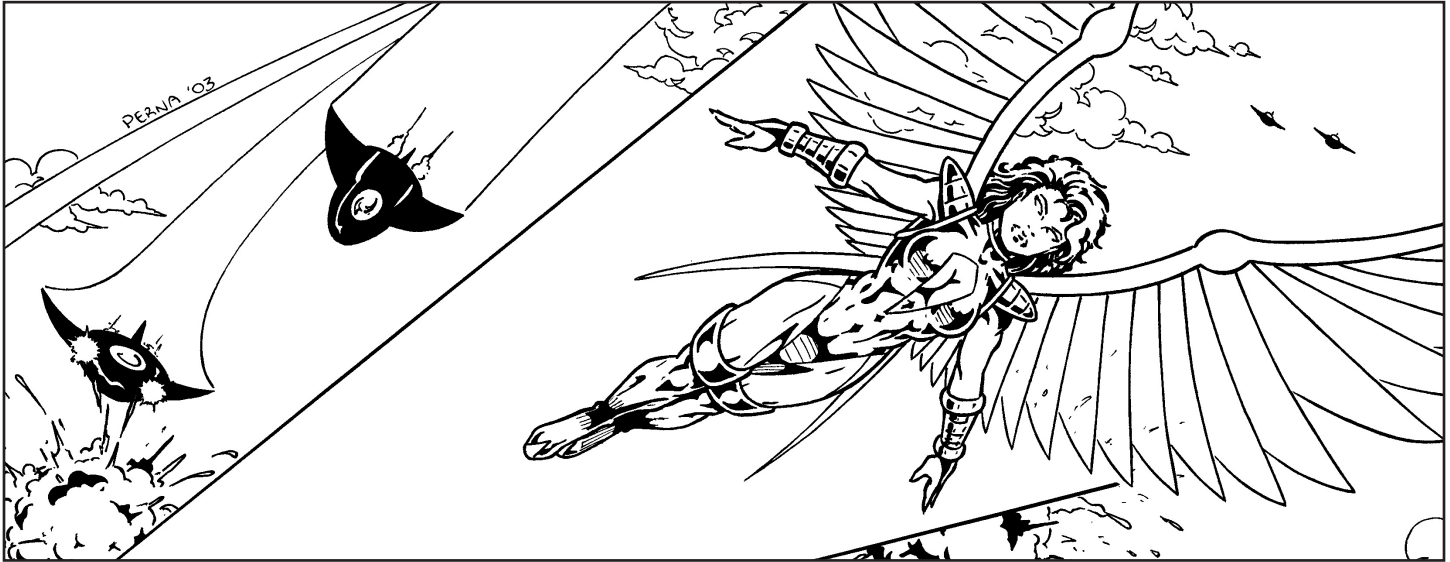
Bishop can absorb opponents' energy attacks and redirect them at any foes he desires. His ability to absorb energy allows him a certain degree of functionality as an Armor character, but his military training, his ability to redirect the energy, and his futuristic energy weapons all contribute to his primary role as an Artillery character.

**Likely Maneuvers:** Blasted Earth, Bomb, Cover Fire, Dogpile and Human Shield (against energy attacks).

**Cannonball (Primary Roles: Airborne, Armor; Secondary Roles: Psi-Ops):** Cannonball has the mutant ability to fly at



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incredible speeds, projecting a “blast field” that protects him and anyone he carries from harm. This makes him an ideal Airborne and Armor character, as he has the ability to protect and transport his passengers. Cannonball has also developed impressive leadership skills from his time with X-Force, and he can play the Psi-Ops role of a leader as well.

**Likely Maneuvers:** Bombs Away, Catch, Force Collision, Gang’s All Here, Human Shield, Outfox, Postal Service and Rescue.

**Dazzler (Primary Role: Artillery):** Dazzler has the ability to convert sound into light energy. Her power allows her to play the role of an impressive Artillery character.

**Likely Maneuvers:** Cover Fire, Hearten.

**Gambit (Primary Role: Artillery; Secondary Roles: Infantry, Specialist):** Gambit is an Artillery character with the devastating ability to “charge” objects with explosive kinetic energy. As a former thief and longtime scoundrel, Gambit is a Specialist in many underhanded fields and, by necessity, an expert at hand-to-hand combat, and may accordingly function as Infantry as well.

**Likely Maneuvers:** Blasted Earth, Cover Fire, Hearten, Interference, Urban Renewal.

**Havok (Primary Role: Artillery; Secondary Role: Psi-Ops):** Havok once led X-Factor, and has become a capable Psi-Ops character, a keen strategist and effective leader. His mutant power allows him to project destructive waves of energy. He is potentially one of the most powerful X-Men.

**Likely Maneuvers:** Blasted Earth, Bomb, Cover Fire, Gang’s All Here and Urban Renewal.

**Longshot (Primary Role: Artillery; Secondary Role: Infantry, Psi-Ops):** A highly trained prizefighter from an alternate dimension, Longshot is a phenomenal marksman and martial artist. Primarily an Artillery character, Longshot frequently makes use of a number of small and deadly throwing knives. His luck

powers allow him to function as Psi-Ops, though the risk of backlash prevents him from relying too often on this luck.

**Likely Maneuvers:** Force Collision, Hit ‘em High/Hit ‘em Low, Warden.

**Phoenix (Special Forces: Airborne, Armor, Psi-Ops, Support):** Although this Phoenix is somewhat less powerful than the previous one, she does have immense power, and functions as a Special Forces character. The Phoenix Force within young Rachel Summers affords her many impressive psionic abilities, and she may manipulate minds and matter with incredible skill. She can also fly and surround herself with a powerful, flaming aura that protects her from harm.

**Likely Maneuvers:** Bombs Away, Catch, Force Collision, Hit the Nail on the Head, Human Shield.

**Psylocke (Primary Role: Infantry; Secondary Role: Psi-Ops, Support):** Psylocke is a highly trained psychic martial artist with a deadly psionic weapon. Needless to say, she is primarily an Infantry character, though her psychic abilities allow her to play Psi-Ops and Support roles, telepathically communicating with her allies and clouding the minds of her opponents.

**Likely Maneuvers:** Force Collision, Warden.

**Rogue (Primary Roles: Armor, Infantry; Secondary Roles: Airborne, Support):** Being incredibly strong and nearly invulnerable, Rogue plays both Armor and Infantry roles. Her ability to fly somewhat enhances those roles, and her mutant ability to absorb the powers of those she touches (*leaving such unfortunates powerless*) affords her the potential to play any role.

**Likely Maneuvers:** Bombs Away, Catch, Human Shield, Force Collision.

**Sage (Primary Role: Psi-Ops):** Sage is a powerful psychic with a mind like a computer. Her ability to quickly analyze and store data makes her a competent and trustworthy leader. She excels

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at enhancing the team's performance, whether through providing special sunglasses that allow the team to link telepathically, or by manipulating allies' mutagenic fields, catalyzing new and greater mutations.

**Maneuvers:** Hearten, Indirect Fire.

## X-MEN (ORIGINAL TEAM)

The original X-Men were young and generally inexperienced. Their powers were very specialized, and they were not particularly skilled or disciplined in using them. Fortunately, their own weaknesses led team members to look to one another for reinforcement and aid, and the team slowly grew into a fully functional, capable team.

**Strategy Feats:** Blitzkrieg, Cascade.

**Angel (Primary Role: Airborne):** Angel's mutation comes in the form of two beautiful feathered wings that allow him to fly. His resourcefulness affords him a certain degree of effectiveness in the air, despite his lack of other abilities.

**Likely Maneuvers:** Bombs Away, Catch, Force Collision, Hit 'em High/Hit 'em Low, Interference.

**Beast (Primary Role: Infantry; Secondary Role: Specialist):** Beast's superhuman strength and agility make him an excellent melee combatant, and he is the team's primary Infantry character. He is also highly intelligent and often functions as the teams Specialist on matters involving science.

**Likely Maneuvers:** Catch, Force Collision, Hit 'em High/Hit 'em Low, Speedball Special (*later in his career*), That's a Wrap, Warden.

**Cyclops (Primary Roles: Artillery, Psi-Ops):** Cyclops leads the X-Men, and his quick wits and knack for teamwork make him an excellent Psi-Ops character. His powerful optic blasts allow him to attack from afar, and he is the primary Artillery character.

**Likely Maneuvers:** Blasted Earth, Cover Fire, Gang's All Here and Urban Renewal.

**Ice Man (Primary Role: Support; Secondary Roles: Airborne, Artillery):** Ice Man functions primarily as a Support character, like his comrade Marvel Girl, though their methods differ somewhat. His ability to manipulate cold allows him to create great walls and barriers of ice to freeze his opponents in their tracks. He can also alter the terrain, making it hazardous and difficult to navigate. His ability to create expanses of along which he slides from place to place allows him to play the Airborne role with some success. When functioning as an Artillery character, Ice Man frequently hurls either densely packed snowballs or sharp ice spikes.

**Likely Maneuvers:** Bombs Away, Cover Fire, Force Collision and Postal Service.

**Marvel Girl (Primary Role: Support; Secondary Role: Airborne, Psi-Ops):** Marvel Girl is a powerful telekinetic/telepath, and though she is often reluctant to push her abilities, her talents are more than sufficient to hinder foes. She often lifts enemies high into the air, psychically holds them in place, or clouds their minds.

**Likely Maneuvers:** Force Collision, Hearten, Indirect Fire, Interference, Postal Service.

## X-MEN (UNCANNY)

This new group of X-Men is generally more experienced and powerful than the first. The Uncanny X-Men work well as a team, but often break off to fight as individuals, coming together again when one or more ally requires aid. This group, more than many, epitomizes the strength of single individuals with fairly distinct specialties. Nearly every character plays a different primary role, but secondary roles overlap noticeably, and as a result, the team members function effectively both as a team and as individuals.

**Strategy Feats:** Blitzkrieg, Cascade, Divide and Conquer.

**Banshee (Primary Role: Artillery; Secondary Role: Airborne):** Banshee's wail can be used to incapacitate or demoralize foes. He is primarily an Artillery character, and his ability to fly at incredible speeds makes him all the more deadly.

**Likely Maneuvers:** Bomb, Catch, Cover Fire, Force Collision.

**Colossus (Primary Roles: Armor, Infantry):** Superhumanly strong and nearly impervious to harm, Colossus is an ideal Armor and Infantry combination character. He is a natural team player.

**Likely Maneuvers:** Anchoring, Catch, Hit 'em High/Hit 'em Low, Hit the Nail on the Head, Human Shield, That's a Wrap, Speedball Special.

**Nightcrawler (Primary Role: Transport; Secondary Role: Infantry):** Nightcrawler often uses his teleportation ability to benefit his teammates and give him an advantage in combat. This, added to his incredible acrobatic ability, makes him an accomplished Infantry character as well.

**Likely Maneuvers:** Catch, Hearten, Hit 'em High/Hit 'em Low, Postal Service.

**Phoenix (Special Forces: All):** The first Phoenix possesses incredible psionic powers, and can play nearly any role available, although the Psi-Ops and Support roles are those most frequently chosen.

**Likely Maneuvers:** Catch, Force Collision, Gang's All Here and Hearten.

**Shadowcat (Primary Role: Psi-Ops; Secondary Role: Airborne, Support):** Shadowcat has the ability to become intangible, which she often uses to go places her teammates can't or to confuse and distract enemies. This ability also allows her to fly.

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**Likely Maneuvers:** Force Collision, Interference, Postal Service, Hearten.

**Storm (Primary Role: Support; Secondary Roles: Airborne, Artillery, Psi-Ops):** Storm's great control over the environment makes her an excellent Support character. She often calls up fog or rain or snow to slow, confuse, or halt her opponents. As an Artillery character, she may knock them over with wind or strike them with bolts of lightning. Storm eventually begins to show a great deal of promise as a leader and the Psi-Ops role appears to grow on her.

**Likely Maneuvers:** Blasted Earth, Catch, Force Collision, Gang's All Here, Indirect Fire, Interference and Postal Service.

**Sunfire (Primary Role: Artillery; Secondary Roles: Airborne, Infantry):** A powerful mutant capable of converting solar and electromagnetic energy to blazing plasma, Sunfire is an obvious Artillery character. His powers also allow him to fly and generate a personal force field to protect him from heat and electromagnetic energy. As a skilled martial artist, Sunfire plays the Infantry role as well.

**Likely Maneuvers:** Blasted Earth, Bombs Away, Catch, Cover Fire, Energize, Indirect Fire, Shooting Pigeon.

**Wolverine (Primary Role: Infantry; Secondary Role: Armor):**

Wolverine is perhaps one of the most effective Infantry characters on the team. An expert in many forms of martial arts, Wolverine is armed with unbreakable claws that can cut through most materials with ease. His incredibly fast healing and his adamantium-laced bones allow him to function in some capacity as an Armor character as well. Though a loner at heart, Wolverine works well with his teammates.

**Likely Maneuvers:** Hit 'em High/Hit 'em Low, Human Shield, Warden

## MANEUVERS FOR A TEAM

This section includes a number of maneuvers intended to provide teams with more opportunity to benefit from teamwork. Many have prerequisite feats and abilities. All maneuvers are optional. The GM may feel to exclude any she feels will not enhance her game or create and add her own. If desired, she may even require characters to purchase individual maneuvers as feats.

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## ANCHORING

Characters may grapple with a flying enemy to weigh him down, lessening his maneuverability and perhaps even bearing him to the ground. A character within melee range of a flying opponent (*having jumped, flown, been hurled, etc.*) may attempt to grapple with the target. On a successful opposed grapple check, such a character may choose to encumber the flying character. Until the defender wins a grapple check, double the attacker's weight for purposes of determining the flyer's encumbrance. The flyer is considered to be carrying the attacker, who, in attempting to drag the target down, is considered heavier. This may seriously hinder the flyer, who suffers penalties as detailed in the Carrying Capacity rules in the SRD. A flyer whose maximum load is exceeded plummets to the ground and suffers falling damage, along with all those who grapple with him. Multiple characters using the Anchoring maneuver can be devastating.

## BLASTED EARTH

A character blasts the ground, rendering it more difficult to travel. The character attacks to severely damage a surface with a hardness less than or equal to the attack's damage, worsening its terrain type by one (*from Normal to Poor, from Poor to Bad, from Bad to Very Bad*) for purposes of movement allowance. It is commonly used to obstruct ground vehicles, but can also hamper pedestrians. When used on very bad terrain, this maneuver forces anyone moving across the affected area at a speed faster than five feet per round to make a Balance or Drive check ( $DC\ 10 + \text{one-half their attack damage or one-half strength bonus}$ ) or fall prone or crash.

## BOMB

A character with an appropriate ranged attack may blast a suitably brittle or volatile object hurled at an opponent by an ally, converting it into a hail of sparks or shrapnel or a spray of burning liquid. In game mechanics terms, a character will use an energy attack or similar ranged attack to convert an improvised weapon thrown by an ally into an area attack. The character must match the ally's attack roll with a Reflex save to successfully strike the object, and the ranged attack must destroy it (*according to the Attacking an Object rules in the SRD*). If the rolls are successful, the hurled object explodes, melts or otherwise changes to become an area attack with a damage equal to either the object's Hardness + one-half the damage of the character's ranged attack.

## BOMBS AWAY

An Airborne character passes overhead and hurls a heavy object or sturdy companion at a target below, using his momentum more than his strength to increase Damage. He must strike the target with a ranged attack. A thrown object is simply treated as an improvised ranged weapon, while a companion, on a successful

ranged attack roll, immediately makes a melee attack of her own, and is considered to be charging at the flying character's Movement amount.

## CATCH

The character attempts to catch a falling comrade before she hits the ground, possibly reducing or eliminating the resulting damage. During his turn in a round, the character may move a distance up to his base movement rate to arrive beneath the comrade and attempt to catch her. The character attempting the maneuver makes a Strength check ( $DC\ 5$ ). His margin of success is subtracted from the distance (*in feet*) of the comrade's fall for the purposes of determining damage. Any remaining damage is divided between both characters (*if the remaining damage is an odd number, then the falling character receives the higher damage bonus*). Reduce the damage by one point for every size category the catcher is larger than the falling individual. Similarly, increase the damage by one point per size category the catcher is smaller than the falling individual.

An Airborne character may similarly catch a falling individual he can reach in one round, though doing so requires a melee attack roll against a  $DC\ 10$  (*if the subject is willing*) or the individual's flat-footed score (*if the subject resists*). If the roll is successful, then neither character suffers damage, and the flying character is left holding the subject. Failure indicates that the character misses, and the falling individual continues to plummet. A flying character holding a comrade is still subject to encumbrance rules and weight limits, and may be slowed or pulled to the ground if he catches a particularly heavy companion.

## COVER FIRE

A ranged attacker spends a full action to saturate an area with enough attacks to prevent foes from moving through it without risking injury. Cover Fire affects an area with a radius equal to five times the amount of damage of the attack. The character makes an attack roll. Everyone in the affected area must succeed at a Reflex save ( $DC\ 10 + \text{the attack's attack damage}$ ). Those who fail compare their defensive scores to the assailant's attack roll. All characters whose defensive scores are less than the attack roll suffer the effects of the character's attack. This technique is excellent for discouraging pursuit, pinning down opponents, and herding enemies. A character may lay down cover fire for as long as he likes, so long as he spends a full action each round to do so. For the duration of the technique, though, he is considered flat-footed, and loses all Dexterity and bonuses to their defensive score. This ability cannot be used by a character whose basic attack requires a full attack action.

## CYCLONE

A Transport character may use her powers to circle an opponent fast enough to stun or blind him with displaced air. By quickly circling a target, a Transport character may attempt to stun an

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opponent with a DC equal to one-half their current movement amount. Additionally, the character may attempt to attack to cause the individual to be dazzled, DC equal to one-half her movement amount. The character must complete at least two circuits around the target during the round in which this maneuver is used and is considered a full action to do so.

## DOGPILE

Much like Anchoring, Dogpile is a maneuver used by multiple attackers to bear a standing foe to the ground. All attackers grapple the defender with one grapple check, using the full strength modifier of the strongest character, while his allies contribute only half their Strength modifiers. If the target is successfully pinned, he is rendered prone, and other attackers may join the grapple to maintain the pin, even if the total number of grapplers exceeds the normal maximum number of grapplers per round described in the Grapple section of the SRD. The strength of this maneuver is in its ability to keep pinned foes pinned, and it is most frequently used by characters desperate to keep a stronger foe down.

## ENERGIZE

A character with an energy-based power may enhance an ally's melee weapon, heating it, electrifying it, or otherwise increasing its potential to deal damage. The weapon acquires an appropriate energy field with does one half the amount of the total damage the energy based power would do. The energy field degrades at a rate of 10 points per round.

## FORCE COLLISION

A moving character "jukes" pursuit, causing a pursuer to risk crashing into nearby objects or characters. A character being pursued by another may move in such a way as to force a collision with a nearby object, structure, or character being passed by succeeding at a Bluff skill check opposed by the pursuer's Sense Motive (or *Wisdom modifier*). If the check is successful, the pursuer strikes a nearby structure or person chosen by the character and must resolve a charge attack against it. If the attack is successful, then both the pursuer and the target suffer the effects.

## GANG'S ALL HERE

A team does its best to radiate an aura of menace in order to cow or delay opponents. This maneuver is only usable just before the first round of combat. Before initiative, the leader makes an Intimidation roll, with a +1 bonus for each character by which the leader's allies outnumber their opponents (or a -1 penalty for each character by which the leader and his allies are outnumbered). For the first round of combat, opponents who fail to match the leader's roll with a Will save receive a -2 penalty to all actions.

## HEARTEN

With a successful Charisma check against a DC 15, a character may add his Charisma bonus to an ally's Will save. This requires a full round action and lasts for one scene or encounter (*GMs discretion*).

## HIT 'EM HIGH/HIT 'EM LOW

Using this maneuver, two attackers may initiate a joint melee attack against a single opponent up to one size category larger than the largest attacker in order to knock the target down; one assailant chooses to attack high, while the other attacks low. This maneuver is most effective when characters are facing a physically powerful opponent. Both assailants act on the lowest initiative roll between them. The "low" assailant rolls to attack first. If this roll is successful, damage is determined as normal. After a successful "low" attack, the "high" assailant may attack, and if that roll is successful, the "low" assailant receives a free trip attack against the target immediately after damage is determined.

## HIT THE NAIL ON THE HEAD

An attacker may strike another character with such downward force that the victim is pushed into the ground and possibly immobilized. The attacker attacks the target as normal. If the attack is successful, damage is determined as normal, and the attacker makes a Strength check against a DC 15 + the Hardness of the surface on which the target stands (*usually 3 or 4 for earth, 8 for concrete and 15 for steel or similar substances*). If the Strength check succeeds, the victim is pushed deeply into the material he is standing on and is affected by a pinned result with the DC equal to the material's Hardness.

## HUMAN SHIELD

The character uses her body to protect a companion from ranged attacks or specific environmental conditions, such as falling debris. A sufficiently large individual (*of a size category at least equal to that of the character being protected*) may interpose herself between an adjacent companion and the path of danger to provide the companion with up to ½ cover. This increases to ¾ cover if the character is one size category larger and full cover if she is two or more sizes larger. An attack that misses the companion due to the cover modifier strikes the shielding character, regardless of her defensive score. The character herself may not attempt a Reflex save, so if the maneuver is used to provide a cover-based Reflex save bonus, the shielding character automatically fails. This tactic is best used by Armor characters.

## INDIRECT FIRE

A character assists a nearby ally in attacking a concealed or obscured opponent, communicating to the ally a target's location in the hopes of decreasing the effects of concealment or invis-

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ibility. The character must have some means of penetrating the concealment, and must be able to sense the target. This maneuver requires a full action and a successful Charisma check against a DC equal to the target's defensive score. If the roll is successful, the ally's concealment miss chance (see *Concealment in the SRD*) is halved.

## INTERFERENCE

The character uses the Bluff skill to draw enemy attacks and attention away from teammates. Airborne, Armor, and Transport characters have the best luck with this tactic rendering an opponents' attacks futile more often than not. Under most circumstances, this ability may only have one target at a time, though the GM may rule otherwise for particularly cruel taunts and jabs.

## OUTFOX

A leader uses her canny tactics to overcome another character's leadership abilities. With a free action and a successful opposed Intelligence check (*against the opposing leader*), the character may give such orders to her team as to inflict a -1 to all characters acting under the opposing leader in lieu of the usual bonus. This maneuver only works against opponents under the influence of the Leadership feat.

## OVERLOAD

The character overloads a scientific device's power source, causing it to explode or otherwise discharge large quantities of energy. A character with a skill pertinent to a particular type of technology may rig a super-science device to explode by rolling the pertinent skill against a DC equal to 10 + any other modifiers the device may have. If this roll is successful, the device becomes a single use area attack with an attack damage equal to twice the hardness of the device, but the device is lost until replaced (*or the end of the session, depending on the GM's generosity*). Overloading equipment usually requires at least a full action, though this time may be modified by the GM.

## POSTAL SERVICE

The character carries a companion, allowing her to benefit from his movement and defensive values. The companion, however, can take no move action herself. Depending on his strength, the carrier may suffer penalties due to encumbrance. If the character is struck by an attack that would have failed were it not for being encumbered, his companion is struck instead (*if the character is carrying more than one companion, determine randomly which is struck*). A sufficiently strong individual might carry multiple companions, offering each the benefit of his movement and

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defensive score. This technique works great for keeping weaker characters, especially noncombatants, safe from harm.

## RESCUE

A speedster may use her incredible speed to better her chances at extracting a pinned or grappled ally. Using this maneuver, a Transport character may add her movement amount to her grapple check to break another's pin (see the Grapple rules in SRD for more information). If the grapple check is successful, the character both breaks the pin and escapes, (*as described in the Grapple rules in the SRD*), carrying the ally with her.

## SPEEDBALL SPECIAL

The character uses another individual as a projectile, hurling her at a target. For all intents and purposes (*range increments, maximum distance, etc.*), the hurled character counts as a thrown improvised weapon. The thrower makes a ranged attack against the target, while the hurled character makes a melee attack. Both rolls must overcome the target's defensive score for this maneuver to be successful. The hurled character is considered to be charging the target, and she has the option of substituting the thrower's Strength for her own when calculating attack and damage bonuses. This maneuver is often used to allow one character (*usually Infantry*) to quickly close with a target. It also allows strong characters to hurl teammates to areas they couldn't otherwise reach, such as high precipices, ventilation ducts, and treetops.

## SPEED CUSHION

Similar to the Catch maneuver, Speed Cushion allows a sufficiently fast character to prevent a falling companion from suffering damage on impact by running in circles beneath her fast enough to create a column of air to significantly slow the fall. To do so, the character makes a check using a movement power, ability or an equivalent (*DC 15*). The character's margin of success is subtracted from the distance (*in feet*) of the comrade's fall for the purposes of determining damage. Any remaining damage is applied to the falling character.

## THAT'S A WRAP

A character with sufficient strength may use nearby strips of concrete, dirt, fence or some similar substance with Hardness equal to or less than the character's Strength bonus, as an effective area pinned result, wrapping or entangling opponents.

## URBAN RENEWAL

A character with a sufficiently powerful attack topples a nearby structure, such as a building, hill, pillar, stalactite, etc. in such a way as to enable its use as a bridge, incline, or pathway. This allows a character without special movement abilities, some

degree of maneuverability when confronted with those who have them. So long as a fitting collapsible structure (*determined by the GM*) is nearby, the character may for d4 rounds an increase to their Reflex save equal to the Hardness of the rubble, while those in the rubble suffer a decrease to their Reflex save equal to the Hardness of the rubble.

## WARDEN

The character uses his incredible reflexes to protect nearby companions from certain types of danger, such as area effect attacks, collapsing floors, and falling debris. The character may allow others within reach to use his Reflex save instead of their own. This ability can only be used once per turn, and it is still possible for the character to fail his Reflex save.

## WEIRD SCIENCE

A character may roll an appropriate knowledge skill (*DC 15*) to discover a way to temporarily augment the abilities of another. The abilities in question must be derived from a power source related to the body of skills used. For example, a super-genius character may use his Knowledge (*Mechanics*) skill to augment a battlesuit character's Strength. It takes one full round action to perform the necessary modifications, provided the character possesses the proper tools (*GM's discretion*). This technique effectively gains 10 points plus half of the modifying character's Intelligence bonus. The extra bonus bleeds off at a rate of 5 points per round. Failing the Knowledge roll by more than 10 indicates that the character has somehow messed things up, and the target suffers an attack equal to 10 points plus half of the modifying character's Intelligence bonus.

Alternatively, the character may wish to allow the target to use a new ability or feat she does not currently have. If this is the case, his skill roll DC is 25. If the skill roll fails by more than 10, the target character suffers an attack equal to 15 points plus half of the modifying character's Intelligence bonus. Success allows the target one use of an ability or feat she does not normally possess.

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